

TRS-80® **Color Computer 2** **MICRO-** **COMPUTER** **SYSTEM**



Start-Up

1. Turn the television set ON.
2. Select channel 3 or 4.
3. Set the Antenna Switch to "COMPUTER."
4. Turn on any accessory equipment (e.g., a printer).
5. If you're using a Program Pak™, insert it now, before turning on the Computer.
6. Turn the Computer ON.
7. If you're not using a Program Pak™, the Color BASIC or Extended Color BASIC start-up message will appear on the TV, followed by: OK

The Computer is now ready to use.

Note: Information pertaining to Extended Color BASIC only is shaded like this paragraph. Non-shaded information pertains to both Extended and non-Extended Color BASIC.

Radio Shack®

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Video Control Codes

Dec Hex PRINT CHR\$ (code)

- | | | |
|----|----|--|
| 8 | 08 | Backspaces and erases current character. |
| 13 | 0D | Line feed with carriage return. |
| 32 | 20 | Space |

Operators

Each operator or group of operators is precedent over the group below it.

↑	Exponentiation
-,+	Unary negative, positive
*,/	Multiplication, division
+,-	Addition and concatenation, subtraction
<,>,=,<=,>=,<>	Relational tests

NOT

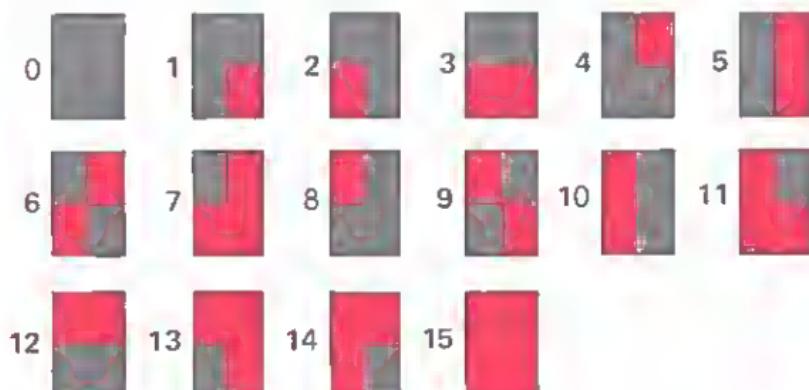
AND

OR

Graphic Character Codes

Given the *color* (1-8) and the *pattern* (0-15), this formula will generate the correct code:

$$\text{code} = 128 + 16 \cdot (\text{color} - 1) + \text{pattern}$$



For example, to print pattern 9 in blue (code 3), type:

C = 128 + 16 * (3-1) + 9

? CHR\$(C)

TRS-80® C

Functions

Argument ranges are indicated by special symbols:

numeric: (-10³⁸, + 10³⁸)
x: (0-255)
y: (0-191)
location: (0-65535)
code: (0-255)
str: string argument
var: variable name

ABS (numeric) Computes absolute value.

`Y=ABS(5)`

ASC (str) Returns ASCII code of first character of specified string.

`A=ASC(T$)`

ATN (numeric) Returns arctangent in radians.

`=ATNS(X/Y)`

CHR\$ (code) Returns character for ASCII, control, or graphics code.

`?CHR$(191)`

`P$=CHR$(T)`

COS (numeric) Returns cosine of an angle given in radians.

`=0.507`

EOF (f) Returns FALSE (0) if there is more data; TRUE(-1) if end of file has been read. For cassette, *f* = -1; for keyboard,

f = 0.

`EOF=(-1)`

`EOF(0)`

EXP (numeric) Returns natural exponential of number

(e^{number}).

`Y=EXP(7)`

FIX (numeric) Returns truncated (whole number) value.

`Y=FIX(7.6)`

HEX\$ (numeric) Computes hexadecimal value.

`PRINT HEX$(30)`

`=-EX$(X/16)`

INKEY\$ Checks the keyboard and returns the key being pressed (if any).

`A$=INKEY$`

INT (numeric) Converts a number to an integer.

`X=INT(5.2)`

OLOR BASI

JOYSTK (j) Returns the horizontal or vertical coordinate (j) of the left or right joystick:
0 = horizontal, left joystick
1 = vertical, left joystick
2 = horizontal, right joystick
3 = vertical, right joystick
 $M = JOYSTK(0)$
 $H = JOYSTK(1)$

LEFT\$ (str,length) Returns left portion (*length* characters) of string.
 $P\$ = LEFT$(M\$, 7)$

LEN (str) Returns the length of a string.
 $X = LEN(SEN\$)$

LOG (numeric) Returns natural logarithm.
 $Y = LOG(.353)$

MEM Finds the amount of free memory.
`PRINT MEM`

MID\$ (str, pos, length) Returns a substring of another string starting at *pos*. If *length* is omitted, the entire string right of position is returned.
 $F\$ = MID$(A\$, 3)$
 $? MID$(A\$, 3, 2)$

PEEK (location) Returns the contents of specified memory location.
 $A = PEEK(32076)$

POINT (x,y) Tests whether specified graphics cell is on or off, x (horizontal) = 0-63; y (vertical) = 0-31. The value returned is -1 if the cell is in a text character; mode; 0 if it is off, or the color code if it is on. See CLS for color codes.
`IF POINT(10, 10) THEN PRINT "ON" ELSE PRINT "OFF"`

POS (device) Returns current print position. Device-1 printer, -2 = display.
`PRINT TAB(8) POS(0)`

PPOINT (x,y) Tests whether specified graphics cell is on or off and returns color code of specified cell.
`PPOINT(13, 35)`

RIGHT\$ (str,length) Returns right portion of string.
 $ZIP\$ = RIGHT$(AD\$, 5)$

SGN (numeric) Returns sign of specified numeric expression:
-1 if argument is negative
0 if argument is 0
+1 if argument is positive
 $X = SGN(A * B)$

SIN (numeric) Returns sine of angle given in radians.
 $Y = SIN(5)$

C and EXTE

STRING\$ (length, code or string) Returns a string of characters (of specified length) specified by ASCII code or by the first character of the string
? STRING\$(5, "%")
? STRING\$ 5, %

STR\$ (numeric) Converts a numeric expression to a string.
S\$=STR\$(X)

SQR (numeric) Returns the square root of a number.
Y=SQR(5+3)

TAN (numeric) Returns tangent of angle given in radians.
Y=TAN(45.7)

TIMER Returns contents or allows setting of timer (0-65535)
? TIMER
TIMER=0

USRn (numeric) Calls user's machine-language subroutine.
X=USR()

VAL (str) Converts a string to a number.
A=VAL(B\$)

VARPTR (var) Returns address of pointer to the specified variable.
Y=USR(VARPTR(X))

Control Keys

←	Cancels last character typed; moves cursor back one space.
SHIFT ←	Erases current line.
BREAK	Interrupts anything in progress and returns to command level.
CLEAR	Clears the screen.
ENTER	Signifies end of current line.
SPACEBAR	Enters a space (blank) character and moves cursor one space forward.
SHIFT @	Causes currently executing program to pause (press any key to continue).
SHIFT 8	All-caps/upper-lowercase keyboard switch. (Lowercase displayed as reversed capitals.)

ENDED COLOR

Special Characters

- ' Abbreviation for REM.
- \$ Makes variable string type.
- :
- ? Separates statements on the same line.
- : Same as PRINT.
- ,
- PRINT punctuation: spaces over to the next 16-column PRINT zone.
- :
- PRINT punctuation: separates items in a PRINT list but does not add spaces when they are output.

Error Messages

Abbreviation	Explanation
/0	Division by 0
AO	File already OPEN
BS	Subscript out of range
CN	Can't continue
DD	Redimensioned array
DN	Device number error
DS	Direct statement in file
FC	Illegal function call
FD	Bad file data
FM	Bad file mode
ID	Illegal direct
IE	Input past end of file
I/D	Input/Output error
LS	String too long
NF	NEXT without FOR
ND	File not open
DD	Out of data
DM	Out of memory
DS	Out of string space
DV	Overflow
RG	RETURN without GOSUB
SN	Syntax error
ST	String formula too complex
TM	Type mismatch
UL	Undefined line

FOR BASIC

Statements

AUDIO Connects or disconnects cassette output to TV speaker.

AUDIOON

AUDIOOFF

CIRCLE (x,y),r,c,hw,start,end Draws a circle with center at point (x,y) radius r, specified color c, height/width ratio (hw) of 0-4. Circle can start and end at specified point (0-1).

CIRCLE (128,96),50,4,1,5,75

CLEAR n,h Reserves n bytes of string storage space. Erases variables. h specifies highest BASIC address.

CLEAR

CLEAR 500

CLEAR 100,14000

CLOAD Loads specified program file from cassette. If file name is not specified, first file encountered is loaded. File name must be eight character/spaces or fewer.

CLOAD

CLOAD "PROGRAM"

CLOADM Loads machine-language program from cassette. An offset address to add the loading address may be specified.

CLOADM "PROG"

CLOADM

CLOADM "PROG",1000

CLOSE d Closes open files.

CLOSE

CLOSE -2

CLS c Clears display to specified color c. If color is not specified, green is used.

0-Black

1-Green 5-Buff

2-Yellow 6-Cyan

3-Blue 7-Magenta

4-Red 8-Orange

CLS

CLS 3

COLOR (foreground, background) Sets foreground and background color.

COLOR 1,3

CONT Continues program execution after pressing **BREAK** or using STOP statement.

CONT

CSAVE Saves program on cassette (program name must be eight character/spaces or less). If A is specified, program saved is ASCII format.

CSAVE "PROGRAM"

CSAVE "PROGRAM",A

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C\$AVEM name, start, end, transfer Writes out a machine-language file.

C\$AVEM "Y", 4E, GF, F

DATA Stores data in your program. Use READ to assign this data to variables.

DATA 5,3,PEARS

DATA PAPER,PEN

DEF FN Defines numeric function

DEF FN(X)=X * 3

DEFUSR n Defines entry point for USR function *n*. *n* = 0-9.

DEFUSR5=45643

DEL Deletes program lines.

DEL-

DEL 25

DEL 25-

DEL -25

DEL 10-25

DIM Dimensions one or more arrays.

DIM R(65),W(40)

DIM AR\$(8,25)

DLOAD Loads BASIC program at specified baud.

baud.

0 = 300 baud 1 = 1200 baud

DLOAD "X", 1

DRAW Draws a line beginning at specified starting point of specified length of specified color. Will also draw to scale, draw blank lines, draw non-updated lines, and execute substrings. If starting point is not specified, last DRAW position or (128,96) is used.

DRAW "BM100,100;510;U25;BR25;ND25;XA\$;"

EDIT Allows editing of program line.

nC Changes *n* number of characters.

nD Deletes *n* number of characters.

I Allows insertion of new characters.

H Deletes rest of line and allows insert.

L Lists current line and continues edit.

nSc Searches for *n*th occurrence of character *c*.

X Extends line.

SHIFT + **↑** Escape from subcommand.

n **SPACEBAR** Moves cursor *n* spaces to right.

n **←** Moves cursor *n* spaces to left.

EDIT 25 **ENTER**

END Ends program.

END

EXEC (address) Transfers control to machine-language programs at specified address. If address is omitted, control is transferred to address set in last CLOADM.

EXEC

EXEC 32453

LOR BASIC

FOR..TO Creates a loop in program which the Computer must
STEP/ repeat from the first number to the last number you specify.

NEXT Use STEP to specify how much to increment the number
each time through the loop. If you omit STEP, one is used.

```
FOR X=2 TO 5 :NEXT X  
FOR A=1 TO 10 STEP 5 :NEXT A  
FOR M=30 TO 10 STEP -5 :NEXT M
```

GET (start)-(end), destination, G Reads the graphic
contents of a rectangle into an array for future use by PUT.
GET (5,20)-(3,8),!! ,G

GOSUB Calls a subroutine beginning at specified line number.
GOSUB 500

GOTO Jumps to specified line number.
GOT0 10

IF TEST **ELSE action 1, action 2** Performs a test.
If it is true, computer executes action 1. If false, action 2 is
IF A=5 THEN

INPUT Causes computer to stop and await input from the
keyboard.
INPUT X\$
NAME N\$

INPUT#-1 Inputs data from cassette.
INPUT#-1,A

INSTR (position, search, target) Searches for the first
occurrence of target string in search string beginning at position.
Returns the position at which the match is found.
? INSTR (5,X\$,Y\$)

LET Signs value to variable (optional).
LET A\$ = "JOB A"

LIST Lists specified line(s) or entire program on screen.

```
LIST 50-85  
LIST 30  
LIST -30  
LIST 30-
```

LIST Lists specified program line(s) or entire program to printer.

```
LLIST  
LLIST 50-85  
LLIST 30  
LIST -30  
LIST 30-
```

LINE (x1,y1)-(x2,y2), PSET or PRESET, BF Draw a line
from (x1,y1) to (x2,y2). If (x1,y1) is omitted, the last end point or
(128,96) is used. PSET selects foreground color and PRESET
selects background color. ,B draws a box with (x1,y1) and
(x2,y2) as the opposing corners. ,BF will fill in the box with
foreground color.

```
LINE (5,3)-(6,6),PSET
```

and EXTEN

LINE INPUT Input line from keyboard.

LINE INPUT ANSWER" ;X\$

MIDS (oldstr, position, length) Replaces a portion of one string with another string.

M10\$(A\$, 14, 2) = "kS"

MOTOR Turns cassette ON or OFF.

MOTOR ON

MOTOR OFF

NEW Erases everything in memory.

NEW

ON...GOSUB Multi-way branch to call specified subroutines.

ON Y GOSUB 50, 100

ON...GOTO Multi-way branch to specify line

ON X GOTO 190, 200

OPEN m.#d,f Opens file (f) at: Screen (-1), Hard disk (0),

Cassette (-1); Printer (-2). For input (-3) or output (5).

OPEN "D", -1, "DATA"

PAINT (x,y).c,b Paints graphic screen starting at point (x,y)

with specified color c and stopping at border (b) of specified

color

PAINT (10,10), 2, 4

PCLEAR n Reserves n number of 1.5 K graphics memory pages.

PCLEAR 8

PCLS c Clears screen with specified color c. If color code is omitted, current background color is used. (See CLS for color codes.)

PCLS 3

PCOPY Copy graphics from source page to desti.

PCOPY 5 TO 6

PLAY Plays music of specified note (A-G or 1-12), octave volume (V), note-length (L), tempo (T), pause (P), and all execution of substrings. Also sharps (# or +) and flats (-).

PLAY "L1;A#;PB;V10;T3;L2;B-;9;XA;"

PMODE mode, start-page Selects resolution and first memory page.

PMODE 4, 1

POKE (location, value) Puts value (0-255) into specified memory location.

POKE 15872, 255

PRESET Reset a point to background color.

PRESET (5, G)

PRINT Prints specified message or number on TV screen.

PRINT "HI"

DED COLOR

PRINT#-1 Writes data to cassette.

```
PRINT A$  
?A$  
PRINT#-1,A
```

PRINT#-2 Prints an item or list of items on the printer.

```
PRINT#-2,CAP$
```

PRINT TAB Moves the cursor to specified column position.

```
PRINT TAB(5)"NAME"
```

PRINT USING Prints numbers in specified format.

#	Formats numbers. PRINT USING "####";62,2
.	Decimal point. PRINT USING "##,##";58,6
,	Displays comma to left of every third character. PRINT USING "####,##";44.0
++	Fills leading spaces with asterisks. PRINT USING "***,##";33,3
\$	Places \$ ahead of number. PRINT USING "\$##,##";33,3
\$\$	Floating dollar sign. PRINT USING "\$\$##,##";11,544
**\$	Floating dollar sign. PRINT USING "*\$##,##";8,333
+	In first position, causes sign to be printed. In last position, causes sign to be printed after the number. PRINT USING "+##,##";-216
↑↑↑↑	Exponential format. PRINT USING "##,##E##";546
-	Minus sign after negative numbers. PRINT USING "##,##-";-534,7
/	Returns first string character. PRINT USING "!";"YELLOW"
%spaces%	String field: length of field is number of spaces plus 2. PRINT USING "% %";"BLUE"

PRINT @ location Prints specified message at specified text
screen location.

```
PRINT @ 256,"HI"  
PRINT @ 256,A$
```

PSET (x,y,c) Sets a specified point (x,y) to specified color c. If c
is omitted, foreground is used.

```
PSET(5,6,3)
```

PUT (start)-(end), source, action Stores graphics from
source onto start end rectangle on the screen. (Array rectangle
size must match GET rectangle size.)

```
PUT (3,2)-(5,6),V,PS
```

READ Reads the next item in DATA line and assigns it to
specified variable.

```
READ A$  
READ C,B
```

BASIC

REM Allows insertion of comment in program line. Everything after REM is ignored by Computer.

REM THIS IS IGNORED

10?X\$:REM IGNORE

RENUM *newline, startline, increment* Allows program line renumbering.

RENUM 1000,5,100

RESET (x,y) Resets a point.

RESET (14,15)

RESTORE Sets the Computer's pointer back to first item on the first DATA line.

RESTORE

RETURN Returns the Computer from subroutine to the BASIC word following GOSUB.

RETURN

RUN Executes a program.

RUN

SCREEN *screen-type, color-set* Selects either graphics (1) or text (0) screen and color-set (0 or 1).

SCREEN 1,1

SET (x,y,c) Sets a dot at specified text screen location to specified color.

SET (14,13,3)

SKIP Skips to next program on cassette tape, or to end of specified program.

SKIP "PROGRAM"

SOUND tone, duration Sounds specified tone for specified duration.

SOUND 128,3

STOP Stops execution of a program.

STOP

TROFF Turns off program tracer.

TROFF

TRON Turns on program tracer.

TRON

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